

August 14, 1972

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 Blood And Iron is devoted to multi-player "conflict simulations,"
 especially Diplomacy variants. Subscription is 8/\$1, sample
 issue 15¢ from the editor-publisher, Lewis Pulsipher, 329 Twin
 Towers, Albion, Michigan 49224. BI is affiliated with the
 Michigan Organized Wargamers, and its games are guaranteed by that
 organization. This is Orion Press Publication #22.
 XX
 "Not by speechifying and counting majorities are the great
 questions of the time to be solved...but by blood and iron" Bismarck
 "Free again -- to strive, to conquer."

 Here we are, finally, two months late. About the time
 of the last deadline I fell ill and spent a while in the hospital,
 and a longer time on my back at home. I then made the mistake
 of waiting for this new mimeo, which finally arrived seven weeks
 after I ordered it. Barring other acts of nature, BI will
 be on time in the future.

Circulation for this issue is approximately 200. I am
 sending out many samples in hopes of filling some games up.
 This issue is much longer than usual. I cannot afford issues
 of this length often, and the average is closer to four pages.
 Issues are often mailed to persons not in a game in groups of
 two or more. BI is affiliated with the Michigan Organized
 Wargamers, and news of that organization will often appear here.
 All games in BI are guaranteed by MOW, so that if for some reason
 I cannot continue GMing, another GM will be appointed by MOW and
 the game continued at no extra cost to the players. Orion Press
 House Rules (for Diplomacy, Origins, or both) are available
 from me for 15¢, to be refunded if you join a game.

MOW

On August 20 there will be an MOW minicon in Bellevue
 at the Grange Hall. There will be a FTF Nuclear Destruction
 tournament using modified rules, as well as the usual gaming.
 MOW members will be charged 75¢, and non-members \$1.00.

Another Minicon will take place in Zeeland September 3.
 Many events are planned. For more information contact Herb
 Barents, 157 State St., Zeeland, Mich. 49464.

The first issue of the MOW newsletter will be distributed
 at the Zeeland meeting, and mailed to those who don't make it.

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No new Miller numbers have been assigned; some corrections
 to the list in BI 5 will have to wait. One new variant has
 become available since then: Scotice Scripti III, which is 25¢
 from John Boyer, 117 Garland Dr., Carlisle, PA. 17013. A game
 is open in his 'zine Impassable for \$5. When I receive the
 rulesheet for SS III, a review-description will appear in BI.

After a misunderstanding with PM Gaylord, who apparently
 thought that Rod Walker was handling orphan Dippy variants,
 things have been straightened out and Black Host #1 has been
 mailed to players in the two orphaned Ramsey Diplomat games,
 and to prospective GM's. There are still four orphan Youngstown
Variant games to be taken care of.

Origins Bourse

The idea for a Bourse, or currency market, to be held simultaneously with and dependent upon a postal game originated with the designer of Diplomacy, Alan Calhamer. Beginning with John McCallum, a number of gamesmasters ran Bourses around their postal Diplomacy games, but most were not successful. Postal Diplomacy takes at least 15 months, and often two years, with too little occurring in that time which might affect the Bourse. For virtually all Bourses, the victor was the player with the largest amount of the currency of the winning country in the Diplomacy game. Thus if the probable winner of the Diplomacy game became apparent early, the Bourse became dormant.

The following rules are in large part those used for a "stock market" style Bourse in Diplophobia (Don Miller designer and Boursemaster). In my opinion this type of Bourse is far more interesting than the usual Bourse (only one stock market Bourse was ever played). I have altered the victory conditions, and since Origins is much shorter than Dippy, no nation can be eliminated, and the outcome is often in doubt until the last turn, a Bourse around a game should be very lively throughout. Perhaps if the additional points given for winning currency were removed or reduced, an even better Bourse would result. 72.??h game players will not be able to participate in the Bourse because their access to information about the game will give them an unfair advantage. However, I will run a secret Bourse for 72.??h players only if all agree to participate. A comparison of results would prove interesting.

"Stock Market" Bourse for 1972.??h

1. Open to anyone who is not playing in 72.??h but who otherwise regularly receives Blood And Iron. Right to participate automatically ends when participant stops receiving BI.
2. At start of Bourse, each player has 500 units of each currency, plus 10,000 Originsdollars (OD).
3. When Boursemaster (BM) opens Bourse, players start sending in "bids" (i.e., prices (in OD) willing to pay per unit of currency interested in buying that session) and "offers" (i.e., prices (in OD) at which willing to sell currency in that session). Bids and offers must include amount as well as price.
4. As soon as any bid is equal to or greater than an offer for a given currency, sale takes place (if bid is greater than offer, difference is split).
5. When bid is less than offer, no sale takes place.
6. In cases of multiple bids/offers on the same day, highest bids and lowest offers are executed first.
7. Bids and offers are accepted continuously throughout the Bourse, with no closing date until game 1972.??h ends.
8. Fractions may not be used. Bids and offers remain valid (outstanding) until withdrawn or supplanted. Split bids and offers are allowed (e.g., buy 200 Marks at 25 and 200 marks at 28). Bids and offers may be conditional on events in the game, or fluctuations in price (e.g., sell 50 Marks at 16 if price of Pounds drops to 10 or if British in Poland destroy US there without loss).
9. Bids and offers may be accompanied by stamped, self-addressed envelope or postcard for BM to use in notifying player making bid or offer upon execution of same.

WORLD WAR IV DIPLOMACY

Steve Langs

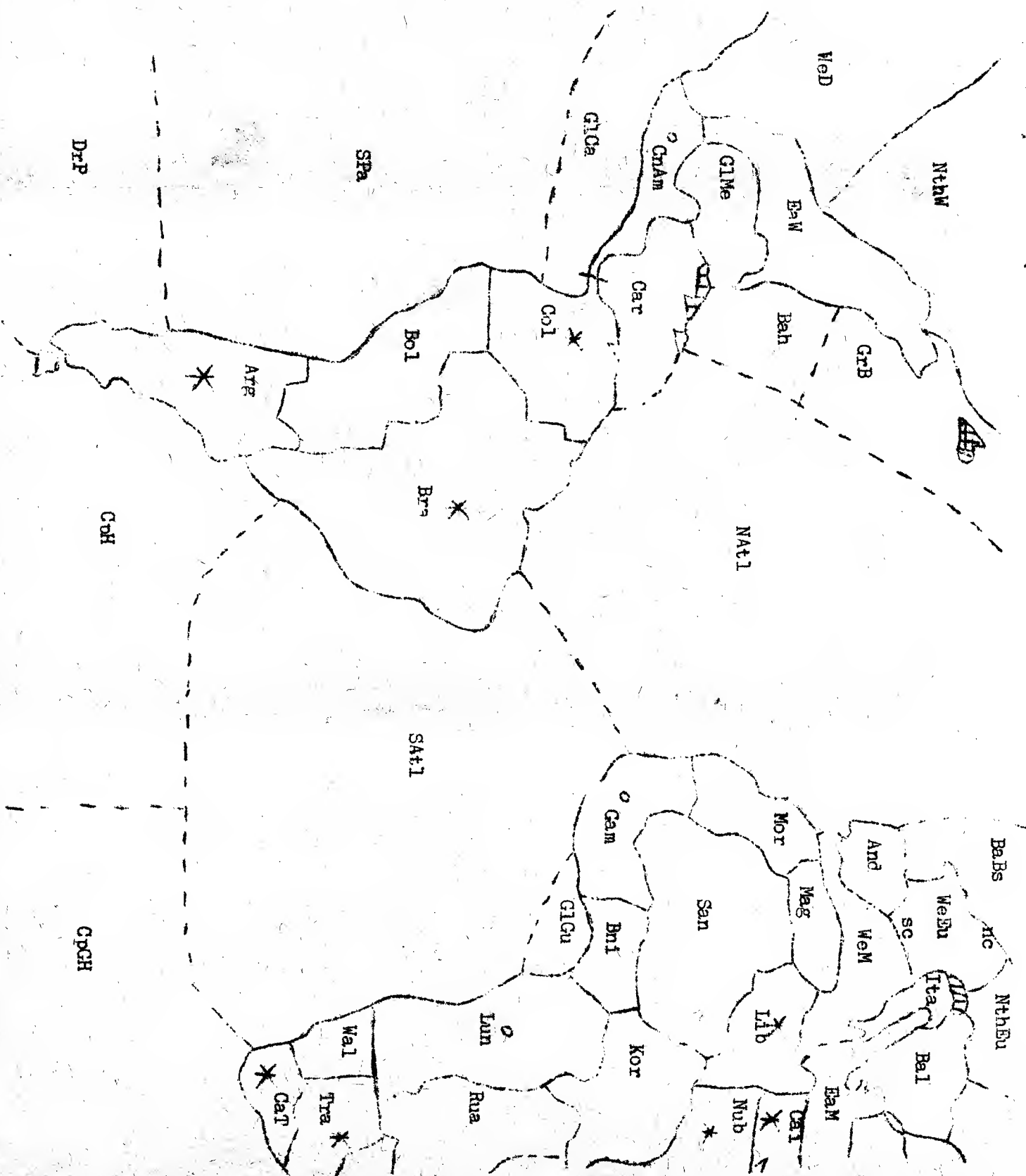
After World War Three much of the then advanced world was economically and politically wrecked. Now, 21 years later, six new Great Powers have risen and are about to launch a fourth battle for world supremacy. They are, Brazil, South Africa, United Arab Republic, India, Australia, and Japan. All the rules of normal Diplomacy apply except where contradicted by the following:

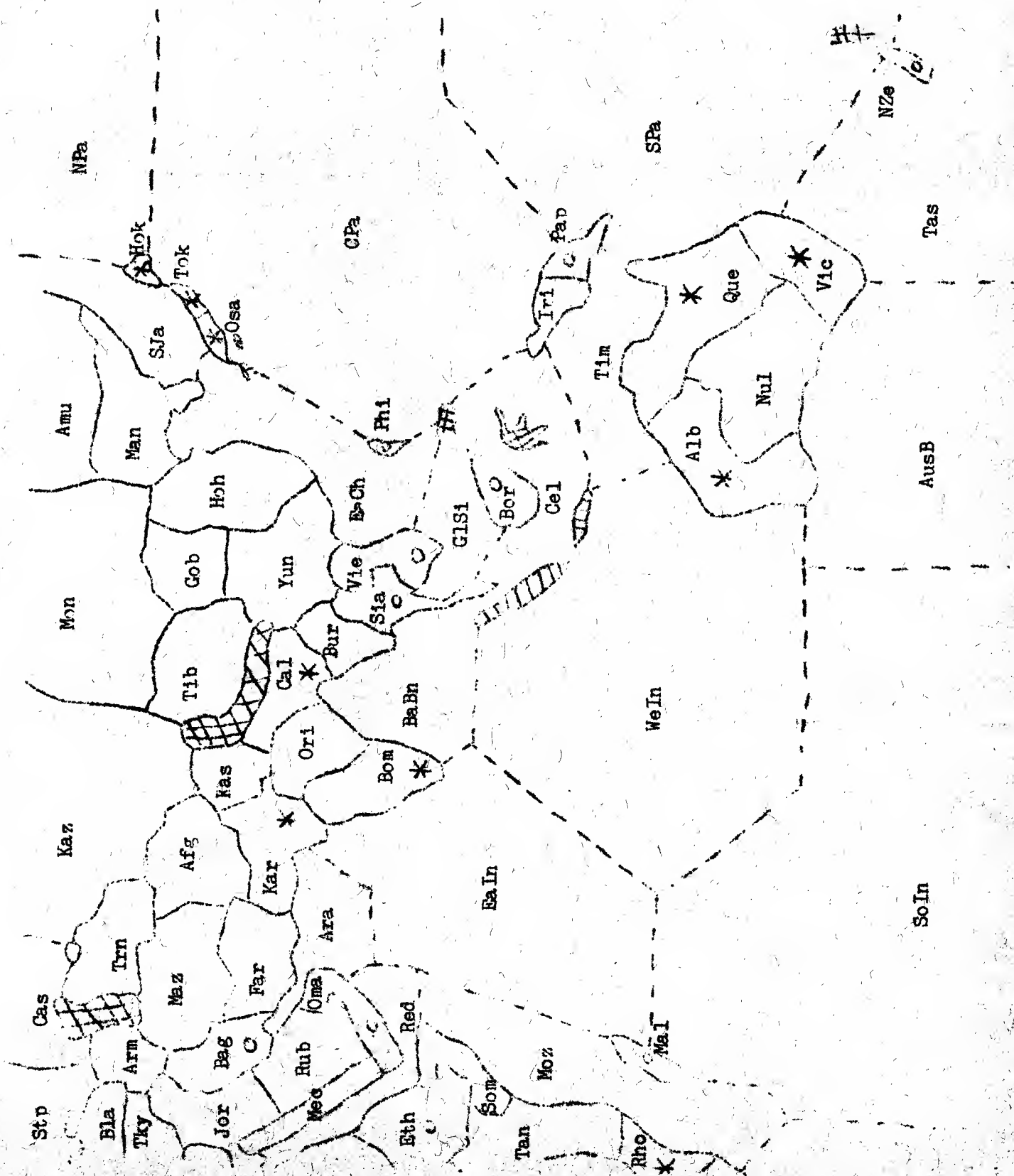
- 1) The first season is Winter 2000, during which players may build as they wish in their home centers. This is preceded by a period of negotiations and followed by the other seasons of regular Diplomacy.
- 2) For the purposes of fleet movement, Central America and Cairo are considered sea provinces.
- 3) Armies may pass between Andalusia and Morocco, and between Balkans and Turkey.
- 4) Shaded areas are not legal locations for units.
- 5) The two areas labeled "SPa" are two sections of the same province. Thus it is possible to pass from Argentina to SPa to New Zealand in two turns.
- 6) The following provinces are considered linked for movement purposes: NthW-Amu(land link), WeD-NPa, WeD-CPa, GlCa-CPa, DrP-Tas.
- 7) Fleets may move from Eaw or GrB to NthW, and vice versa. NthW has no coasts, so a fleet could move from, say, GrB to NthW to Amu in two turns.
- 8) When a player possesses 20 supply centers at the end of his fall turn he is the winner.
- 9) A list of abbreviations and their corresponding province names follows.

Comments and questions to Steven Langs, 106 Nettles St., Battle Creek, Michigan 49015

Afg-Afghanistan
Alb-Albany
Amu-Amur
And-Andalusia
Ara-Arabian Sea
Arg-Argentina
Arm-Armenia
AusB-Australian Bight
BaBs-Bay of Biscay
BaBn-Bay of Bengal
Bag-Baghdad
Bal-Balkans
Bah-Bahamas
Bla-Black Sea
Bol-Bolivia
Bom-Bombay
Bor-Borneo
Bni-Benin
Bra-Brazil
Bur-Burma

Cai-Cairo
Cal-Calcutta
Car-Caribbean Sea
Cas-Caspian Depression
CaT-Cape Town
Cel-Celebes Sea
Col-Columbia
CnAm-Central America
CPa-Central Pacific Ocean
CpGH-Capr of Good Hope
CpH-Cape Horn
DrP-Drake Passage
EaCh-East China Sea
EaIn-East Indian Ocean
EaM-East Mediterranean Sea
Eaw-East Waste
Eth-Ethiopia
Far-Fars
Gam-Gambia
GlCa-Gulf of California





GIGu-Gulf of Guinea
 GIMe-Gulf of Mexico
 GISI-Gulf of Siam
 Gobi-Gobi Desert
 GrB-Grand Banks
 Hoh-Hohan
 Hok-Hokkaido
 Ita-Italy
 Iri-Irian
 Jor-Jordan
 Kar-Karachi
 Kas-Kashmir
 Kaz-Kazakh
 Lib-Libya
 Lun-Lunda
 Mag-Magrib
 Mal-Malagasy
 Man-Manchuria
 Maz-Mazanderan
 Mec-Mecca
 Mon-Mongolia
 Mor-Morocco
 Moz-Mozambique Channel
 NATl-North Atlantic Ocean
 NPa-North Pacific Ocean
 NthEu- North Europe
 Nub-Nubia
 Nul-Nullabar
 NZe-New Zealand

Oma-Oman
 Ori-Orissa
 Osa-Osaka
 Pap-Papua
 Phi-Philippines
 Que-Queensland
 Red-Red Sea
 Rho-Rhodesia
 Rua-Ruanda
 Sah-Sahara
 Rub-Rub al Khali
 SATl-South Atlantic Ocean
 SJa-Sea of Japan
 SoIn-South Indian Ocean
 SoPa-South Pacific Ocean
 Stp-Steppes
 Tan-Tanzania
 Tas-Tasman Sea
 Tib-Tibet
 Tim-Timor Sea
 Tky-Turkey
 Tok-Tokyo
 Tra-Transvaal
 Trn-Turan
 Vic-Victoria
 Vie-Vietnam
 Wal-Walfish Bay
 WeD-West Desert
 WeEu-West Europe

WeIn-West Indian Ocean
 WeM-West Mediterranean Ocean
 Yun-Yunnan

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I am not going to open a WWIV game in BI right now. However, persons interested in playing the game by mail should contact me, and if there is enough interest, something will be worked out.

There are many openings for other games in BI. These include: 1) a Bourne around an Origins game -- see elsewhere this 2) a regular seven-man Dippy game open only to persons who have been on the top 14 of any rating system, or have won two postal games -- game fee is \$2, period, but players will only receive those issues of BI pertaining to the game; moves from the game will be published in the SICL Spartan, along with my commentary (which will not appear here, and should be delayed enough to have no influence on the game) 3) Diadochi II -- rules available for 15¢ from Rod Walker, 4719 Felton, San Diego, Cal. 92116; this game recreates the Punic Wars around 220BC 4) Anarchy IV -- rules in BI 2, 15¢ from me; players receive three home centers at random to start, and play thereafter proceeds normally 5) Anonymity III(?) -- identical to the regular game, except only the GM and the player of each country knows who is playing that particular country; black press will be allowed, so there'll be no way for the players to know which country each of the others is playing! 6) Origins of WW II, historical version. Game "fee" for 3,4,5, and 6 is a subscription to BI for the duration of your stay in the game, plus a \$1 game deposit, refunded if you don't quit. Games after the first also require a 50¢ fee.

10. State of the market as of four days before the deadline for each turn of 72.??h will be published with each move of same. Information given will include: a) sales, including amount, price, seller's name, buyer's name; b) highest bid/lowest offer out-standing c) if space allows, other bids and offers outstanding.
11. During each interval between 72.??h deadline dates, BM will put ten currency units of each currency up for auction to highest bidders during period. Bids will be accepted, in OD, on individual units of each currency, and must state: a) number of units on which bid, and b) price in OD (per unit) willing to pay. Closing date each period for receipt of bids will be four days before 72.??h deadline. Unsold currencies will be left to accumulate from period to period.
12. The BM will deduct a 1% "commission" from all sales. This 1% will be returned to the Bourse through the payment of "dividends" At the end of each game-year, players holding 100 units or more of any currency which has risen in price since the end of the last year (using BM sales after each "B" turn as the indicator) will receive a dividend on the currency held. These dividends will be paid on a percentage basis -- i.e., the holders will receive a percentage of the total "commissions" held by the BM which is equal to the percentage held by the players of the combined total of all the "winning" currencies for that game-year. Any OD not paid out by the BM at the end of one game-year will be held and accumulated for distribution at the end of the following game-year.
13. All transactions must be made through the BM. OD may not be loaned or given away.
14. The Bourse shall be run with a minimum of 8 players.
15. Blood And Iron will be sent to Bourse players resident in Michigan one day after it is sent to other players, unless the resident is in another game.
16. At the end of 72.??h, the currency held by each player shall be redeemed for OD. The amount of OD shall equal (per unit) the number of points obtained by that nation at the end of the game, plus 10 points added to the winning country's total (ordivided in case of a draw), times 5. The winner of the Bourse is he who holds the largest number of OD after this redemption. For example, if the score is US 6, G 20, F 20, B 14, and R 12, and a player has 4000 OD left over plus 400 Dollars, 1000 Marks, 100 Francs, 2 Pounds, and 500 Roubles, he would end the game with $4000 + 12000$ (i.e., $6 \times 5 \times 400$) + 125000 (i.e. $(20+5) \times 5 \times 1000$) + 12,500 + 140 + 30000 OD. Thus the object of the game is not only to buy low and sell high, but to buy currencies for less than their final value, and sell them for more than their final value.

Please contact me if you intend to participate in the Bourse so that I'll know if enough are interested to bother with it.

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September is Be Kind To Rod walker Month.

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John Caton, the player for Britain in 72.9h, is looking for a PBM 1914 opponent. His address is 2704 "I" St., Vancouver, Washington, 98663.

1972.9h, 1936A

Last issue I failed to resolve a 3-1 attack on Bri by Rus in Bal. Players were informed of the result, def elim and shared control of Bal by Ger and Rus.

Allocations: US: 4 Pol. FRA: 10 Als (4 from Fra and 6 from chart-please specify, John. BRI: 5 Ger, 2 Fra, 2 Rom, 1 Pol.

RUS: NMR, 8 Rus. GER: 5 Rom, 5 Rhi, 4 Pol, 2 Bal (Impossible, these go to Ger).

	Al	Au	Ba	Br	Cz	Fr	Ge	It	Po	Rh	Ro	Ru	US
USA (Campion)									6				
FRA (Hendry)	10												
BRI (Caton)		2				4	5		1	2	2		
RUS (Eynon)			C									8	
GER (Birsan)			C		C		2		6	5	5		

No press. Deadline for 1936B attacks is September 8 (Friday) at noon at 329 Twin Towers, Albion, Michigan 49224. NOTE THE CHANGE! Since his miss I have talked to Barry Eynon, who will remain in the game. I would like to form a replacement player list for this game. Replacements need only sub to BI, and will receive the original player's position deposit when the game is over.

Barry Eynon is currently at Camp High/Scope, Sheridan Rd., Clinton, MI 49236, but will be back home and then to UofM by Sept. 5.

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Squeezed out of this issue and lined up for the future are: Changes to the "Variant Games in Progress" listing, Supply Center charts for two variants which recently ended, reports on FTF Youngstown Variant and Twin Earths, Diplomacy and the Law--Another problem, Comments on the "Johnny" awards, What's a Variant?, and the listing of all Dippy variant openings and variant rules available. Sometime also I'll get to Origins openings and an Origins "Supply Center" chart.

Anyone who can tell me 1) in what manner the first quote on page one is incorrect and 2) the source for the second quote will receive a two-issue sub extension.

Some of you may be interested in my 'zine Supernova, which deals with science fiction and fantasy gaming. A sample issue is 15¢ from me.

Lewis Pulsipher
329 Twin Towers
Albion, Mich. 49224

First class
Address correction
requested.

First class

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